



RUIN CHANTER

The humanoid creature standing before you wears tattered robes and a wide brimmed hat, all fashioned from earth toned fabric and leather. The form underneath is lanky and its skin is pale. The creature's eyes are entirely black, and they sparkle like a distant starfield.

BORN OF THE LAND. Like many fey creatures, ruin chanters are spirits born of the land they occupy. Rather than being brought to life by the latent energy of an ancient forest or forgotten mountain, ruin chanters are made manifest by immense sadness, loss, and a profound sense of solitude. They are melancholic spirits who seek to preserve the dormant memories that lay trapped within aged ruins and abandoned places. They subsist on a diet of ash and dust, and they sleep on a bed of rubble. To them, these things are not only acceptable, but enjoyable.

ANCIENT PLACES. Ruin chanters can be found anywhere that once held life, but is now abandoned for one reason or another. Lost cities, ancient temples, and toppled fortresses are all among their favourite haunts. They protect these places with an unblinking vigilance. They care little about things happening outside of their domain, and will be openly hostile towards anyone they believe is seeking to raid

their home for treasure. Such encounters usually end in death for the intruders, though the chanter typically won't cause undue suffering. They will simply do whatever they must to return the ruin to a state of undisturbed silence as fast as possible. If another creature enters the chanter's ruin with good intentions and conducts themselves with respect, the chanter may be willing to converse with them, and is very unlikely to attack unprovoked.

RESTORATION. Ruin chanters will abide the presence of any constructs, undead, or other creatures who naturally occupy their home. They will also tolerate creatures who enter the ruins with intent to restore or maintain them in some way, often making themselves known and actively cooperating with such individuals. They also seek out other ruin chanters for companionship, though such meetings are rare, and territory between chanter's is always respected. They communicate with one another over vast distances using esoteric songs sung in Sylvan.

MAGIC ITEMS

Many ruin chanters have found powerful magic items within the places they inhabit. Consider what magic items a ruin chanter may have discovered in the ruin which it occupies, and consider adding them to the creature's stat block. Just keep in mind any items the creature is carrying may be looted by adventurers who best the creature in combat.

Ruin Chanter

Medium Humanoid, Chaotic Neutral

AC 17 (natural armor) **Initiative** +5 (15)

Hit Points 210 (20d8 + 120)

Speed 40 ft., fly 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	DEX 21	+5	+5	CON 23	+6	+6
INT 18	+4	+4	WIS 17	+3	+3	CHA 25	+7	+12

Skills Arcana +9, History +9, Perception +8, Performance (Sing) +12, Stealth +10

Immunities Disease, Poison

Resistances Fire, Lightning, Necrotic, Thunder

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 18

Languages Common, Sylvan

Challenge 13 (XP 10,000; PB +5)

Traits

Call Ruin Elemental (1/Week). The chanter performs a ritual that involves singing an ancient dirge which imbues some of their feywild magic into the surrounding ruins. Over the course of an hour, bits and pieces of the ruins will coalesce into a singular entity, resulting in the creation of a new ruin elemental. The elemental is loyal to the chanter until it dies. If the chanter is slain, the ruin elemental will continue to protect the from which it was conjured.

Actions

Multiattack. The chanter makes three melee attacks.

Adamantine Mace. *Melee Attack Roll:* +9 to hit, reach 5 ft. *Hit:* 7 (1d6 + 4) Bludgeoning damage plus 4 (1d8) Necrotic damage.

Curse of Infirmary (recharge 5-6). The chanter unleashes a guttural curse and points a finger at a creature it can see within 60 feet. The target must succeed on a DC 18 Wisdom Saving Throw or be cursed by the chanter's Curse of Infirmary. When the curse is first placed, the chanter must choose one of the two following options to be applied;

Infirmary of Body: The target's hair turns white, their skin wrinkles, and their posture stoops. The target has disadvantage on D20 Tests using Strength, Dexterity, and Constitution.

Infirmary of Mind: The target. The target has disadvantage on D20 Tests using Intelligence, Wisdom, and Charisma.

The curse lasts for one hour, or until removed. The chanter cannot place both possible effects of the curse simultaneously on the same creature.

Rusting Grasp (recharge 5-6). The chanter touches and corrodes a nonmagical ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 16 Dexterity saving throw to avoid the chanter's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed.

Bonus Actions

Chanter's Inspiration (4/Day). The chanter inspires another creature within 60 feet of itself who can hear them. The creature adds 1d10 to their next failed D20 Test.

Dash. The chanter moves up to its move speed

Reactions

Counterchant. *Trigger:* The chanter or another creature within 30 feet of it fails a saving throw against an effect that applies the Charmed or Frightened condition. *Response:* The save is rerolled with advantage..



RUIN ELEMENTAL

The hulking pile of rubble begins to shudder and assemble itself into a massive creature with a vaguely humanoid shape. Its rocky form consists of countless components ranging from tremendous statues and castle archways to individual cobblestones and door knockers, all taken from the ruins it was created in.

LOYAL GUARDIANS. Ruin elementals are created by ruin chanter in order to act as guardians of the place their creator dwells. They are generally passive and patient creatures, but will quickly turn violent when they detect the presence of a trespasser within the area they protect. The only way to guarantee a ruin elemental's grace is to become ingratiated with the ruin chanter who created them.

ETERNAL BEINGS. As elemental beings, they do not age or succumb to the needs of a biological creature. Even after their creator has died, a ruin elemental will continue to protect its home until destroyed.

Ruin Elemental

Large Elemental, Neutral

AC 18 (natural armor)

Initiative +0 (10)

Hit Points 187 (15d10 + 105)

Speed 40 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 26	+8	+8	DEX 10	+0	+0	CON 24	+7	+7
INT 8	-1	-1	WIS 16	+3	+3	CHA 7	-2	-2

Immunities Poison

Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 10

Languages Sylvan, Terran

Challenge 9 (XP 5,000; PB +4)

Traits

False Appearance. While the elemental is prone, as long as it remains motionless, it is indistinguishable from a pile of rubble.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The creature makes two slam attacks.

Slam. *Melee Attack Roll:* +12 to hit, reach 10 ft. *Hit:* 17 (2d8 + 8) Bludgeoning damage.

Rock. *Ranged Attack Roll:* +12 to hit, range 60/240 ft. *Hit:* 30 (4d10 + 8) Bludgeoning damage.

Bonus Actions

Shockwave (Recharge 5-6). The elemental strikes the ground and creates a shockwave in a 20-foot radius centred on itself. All other creatures in the area are pushed 5 feet away from the elemental and knocked prone unless they can succeed on a DC 16 Dexterity Saving Throw.

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